

The Diplomacy Tribune

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TRIO589a – Deadline – Spring 1902
August 31, 1989

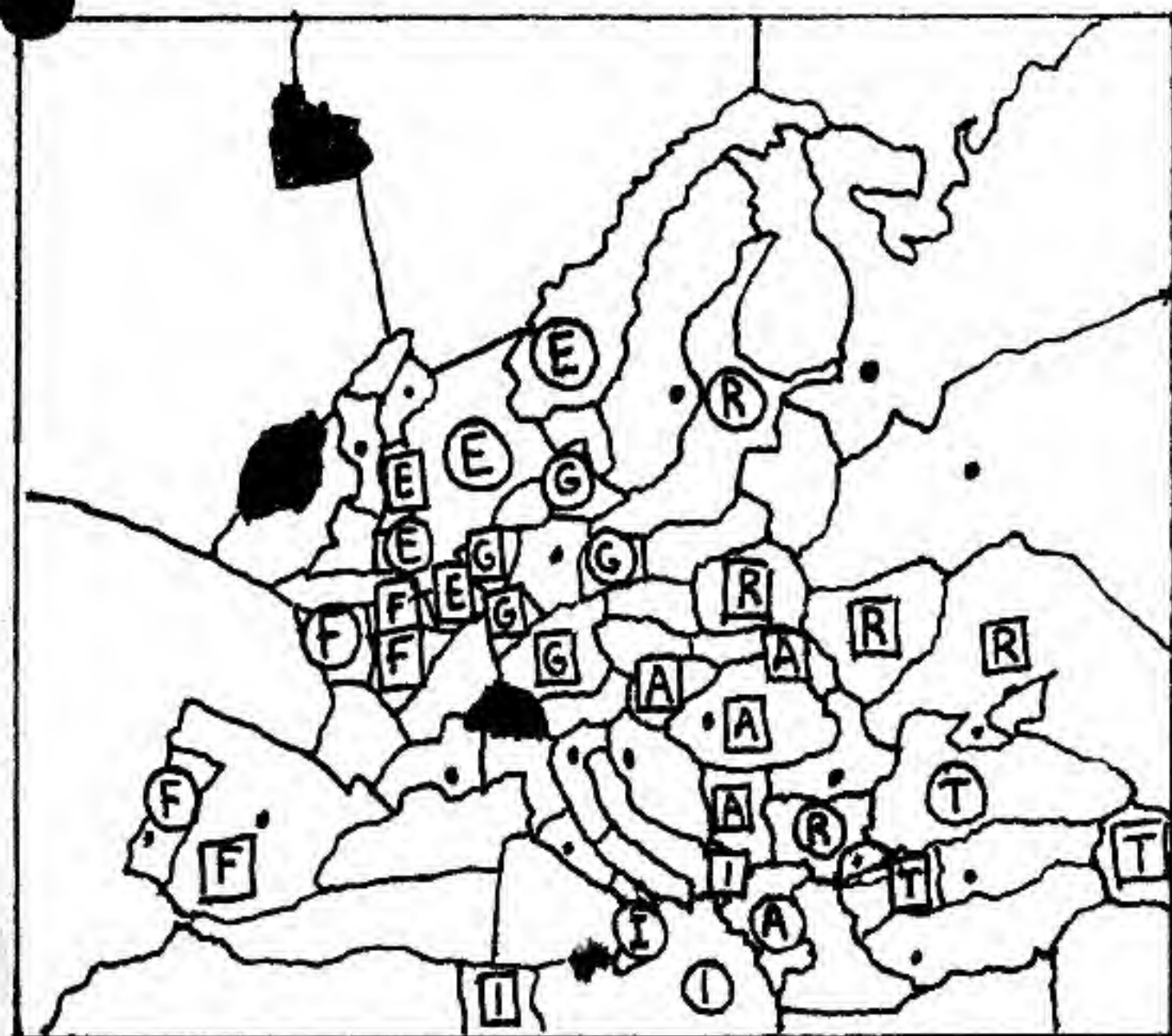
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TRIO589a
Board Status – Winter 1901

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England: F Nor, F Nts, F Lon, A Bel, A Lvp
Germany: A Mun, A Ruh, A Hol, F Den, F Ber
Russia: A War, A Sev, A Ukr, F Gob, F Bul(ec)
Turkey: F Bla, A Arm, A Con
Austria: F Gre, A Ser, A Bud, A Vie, A Gal
Italy: F Ion, F Nap, A Alb, A Tun
France: F Por, F Bre, A Pic, A Par, A Spa

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Game Openings

Regular Diplomacy - Need 4 players
Regular Diplomacy - Need 7 players
Global Diplomacy - Need 7 players

Press

Bear to Camel: You know where that fly swatter can best be put to use.

Russia to France: I don't think England would like me doing that.

Con to Rom: Yes, I do have a favorite restaurant in Albania; however, it's closed in winter; therefore your troop movements seem irrational. At least you will be first in line for the next seating.

Con to Bud: Ah, the art of Diplomacy, long live our alliance!

Ger to Rus: I remind you that you are in no position to go to war with me.

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Changes in Latitude Changes in Attitude

John Armstrong has now registered his Diplomacy variant with the NAVB under the title of "Global Diplomacy" with some minor rules changes and clarifications. John's newest set of rules are being published here, so just forget the ones from last issue. The lists are still good, so don't thrash those. The unplayable sea areas mentioned in last issue still stand.

•Uh, you CAN THRASH em, but don't TRASH em!•
*NOTE: Those of you that purchased the 3'x4' world map, on page 14 SIN don't border HKG, instead INC should border BUM as per the Conference map in V1,#4 of the Trib. Simply white out that section of border and redraw it with the appropriate color pen. Future issues of the map will have that corrected.

This issue also contains a reprint of the house rules, do note that there are some minor changes.

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I have developed a bad habit, namely a part-time job, in addition to my regular job. Until I kick this thing, I will be unavailable by phone except on weekends.



House Rules

August 1989

I Format

A. All regular Diplomacy Games will strictly follow the second edition game rules as provided with the game by the Avalon Hill Game Company.

B. All players have the right to know the map position of every playing piece before being required to send orders for the following season, therefore there will be five seasons.

1. Spring Moves
2. Summer Retreats
3. Fall Moves
4. Autumn Retreats
5. Winter Adjustments

C. The map status will be published in Diplomacy Tribune.

II Deadlines

A. The deadline for each month will be the last day of that month unless otherwise specified in the Diplomacy Tribune.

B. Missed deadlines are the same as No Orders Received (NOR).

1. If the orders concerned builds and/or disbandments no new units will be placed and disbandments will follow the following schedule

a. Disbandment Schedule

1. Fleets not on a supply center or in home country
2. Armies not on a supply center or in home country
3. Fleets not in home country
4. Armies not in home country

5. Fleets in home country, but not on supply center

6. Armies in home country, but not on supply center

7. Fleets on home centers

8. Armies on home centers

b. If more than one unit matches the same criteria, then the unit farthest from a home center will be chosen, otherwise the unit will be chosen at random by the GM.

C. Two NOR's and you will be dropped from the game and replaced. Your game fee is lost.

1. If you have NORed twice without this newsletter receiving anything from you either late or invalid then your subscription will be cancelled as well.

III Orders

A. All orders must contain the following:

1. Your Name
2. Your Passcode
3. The game ID
4. The Great Power you represent
5. The Season & Year
6. Your orders

B. Orders that do not contain the above are invalid and will be considered as NOR.

C. The last set of valid orders received from a player by the deadline, are those that will be acted upon.

IV Game End

A. The game will end when the conditions of Diplomacy 2nd edition rule II is met.

Global Diplomacy

First Edition Rules/July 1989

By John L. Armstrong

I. Basic Structure of the Game

Except where otherwise noted herein, the 2nd Edition Diplomacy rules are in force.

II. Players and Countries

The game is best played with eleven (11) players, each controlling one of the Great Powers in the World prior to World War I. The Great powers are as follows: England, Germany, Russia, Turkey, Austria-Hungary, Italy, France, U.S.A., Brazil, Ethiopia, and Japan.

III. Object of the Game

A. There are 86 "supply centers" which function according to the Rule V of the 2nd Edition Diplomacy Rules.

B. Once a player collects 44 supply centers he/she is said to have taken control of the World and won the game.

IV. The Four Continents

A. In this variant, there are four (4) separate continents: Europe, Asia, Africa, and "The Americas". The latter of the four is a combination of North and South America. Each continent has it's own set of supply centers (See Global Diplomacy Rule VII).

B. The units built or starting in Asia are "Asian units" whether they remain on Asia or are moved to another continent.

C. The units built or starting in Africa are "African units" whether they remain on Africa or are moved to another continent.

D. The units built or starting in Europe are "European units" whether they remain on Europe or are moved to another continent.

E. The units built or starting in the Americas are "American units" whether they remain in The Americas or are moved to another continent.

V. Colonial Home Centers

The Colonial Powers, England, Germany, Russia, Turkey, Italy, France, and the United States, have "home centers" in multiple continents. For every Great Power, Colonial or otherwise, the supply centers it controls at the start of the game are it's home centers.

VI. Separation of Continents

A. Builds and Disbands occur in Global Diplomacy as per 2nd Edition Diplomacy Rule XIII. However, the Colonial Powers noted in Rule V. have a separate status for each of the continents in which they control home centers. The units they have belonging to a continent are sustained by the centers they own of that continent.

B. Except where noted in this rule, a colonial power may not sustain a unit with a supply center from a foreign continent even if the unit is moved into the said foreign continent. Hence, the status a Colonial Power has in one continent has no bearing on the status it has on another continent.

Example #1: England gains a center in Asia but loses one in Africa. England cannot use the new center in Asia to compensate the loss in Africa but, rather, must disband an African unit and build one unit in Asia.

Example #2: England moves it's fleet in Egypt north and successfully takes Smyrna. Although the fleet is in Europe it still is sustained by England's African centers. Furthermore, Smyrna, although occupied by an African fleet, is still a European center and thus goes toward England's European status.

C. If a country takes a supply center in a continent which it controls no home center the unit is considered an "expeditionary unit" and the new supply center counts toward the status of the continent to which the said unit belongs.

D. If a country loses its home centers in a continent, but regains them through the use of expeditionary units it may convert the said units to units of that continent.

Example #3: France loses control of Indochina. Later it sends its fleet from Madagascar into Asia. First, the fleet takes Singapore. Singapore is an Asian unit but France controls no Asian home centers so the new center counts toward its African status. The next year it takes its home center Indochina. France then converts the African fleet to an Asian unit and begins building in Asia once again.

E. The United States is a special case. If any year, the United States gains more than one supply center in Asia, it may build the excess Asian units in America. Although built in The Americas, the units function as Asian units in all respects.

VII. The Move Order

A. Units may not move to, attack, or support any unplayable area as per 2nd Edition Diplomacy Rule VII. The unplayable areas are shaded on the map and playable areas are limited to the provinces, seas, and supply centers listed in Global Diplomacy Rule VIII.

B. There are four canals in the world: Kiel, Constantinople, Central America, and Egypt. Any fleet occupying either area may move to any sea, supply center, or province on its border. However, a fleet may not jump over these spaces (See 2nd Edition Diplomacy rulebook VII 3a "Kiel and Constantinople").

C. There are land bridges between the following supply centers/provinces:

1. Denmark and Sweden
2. Indonesia and Singapore
3. Indonesia and West Irian
4. Hokodate and Aomori
5. Kyushu, Shikoku, and Osaka

Any army may move or support freely across such a land bridge. Land bridges do not separate the coastlines of any of the above mentioned supply centers/provinces. Also note that a fleet may not jump over any supply centers/provinces so connected (See 2nd Edition Diplomacy Rulebook VII 3c "Sweden and Denmark").

D. There are east and west coasts for Mexico, Spain, Bulgaria, St. Petersburg, and Columbia. Any fleet landing on either supply center must specify to which coast the fleet is moving. When vacating the supply center, the fleet may move only to provinces or seas that border with the coast that was occupied (See 2nd Edition Diplomacy Rulebook VII. 3b.).

VIII. List of Supply Centers, provinces, and Seas

A. The list supply centers indicates to which continent each center belongs, the home centers each country possesses, and the starting locations of all units (see included list).

B. The list of provinces includes all the playable areas that do not have supply centers that may be occupied by an army (see included list).

C. The list of Seas indicates all the playable areas that do not have supply centers that may only be occupied by fleets (see included list).